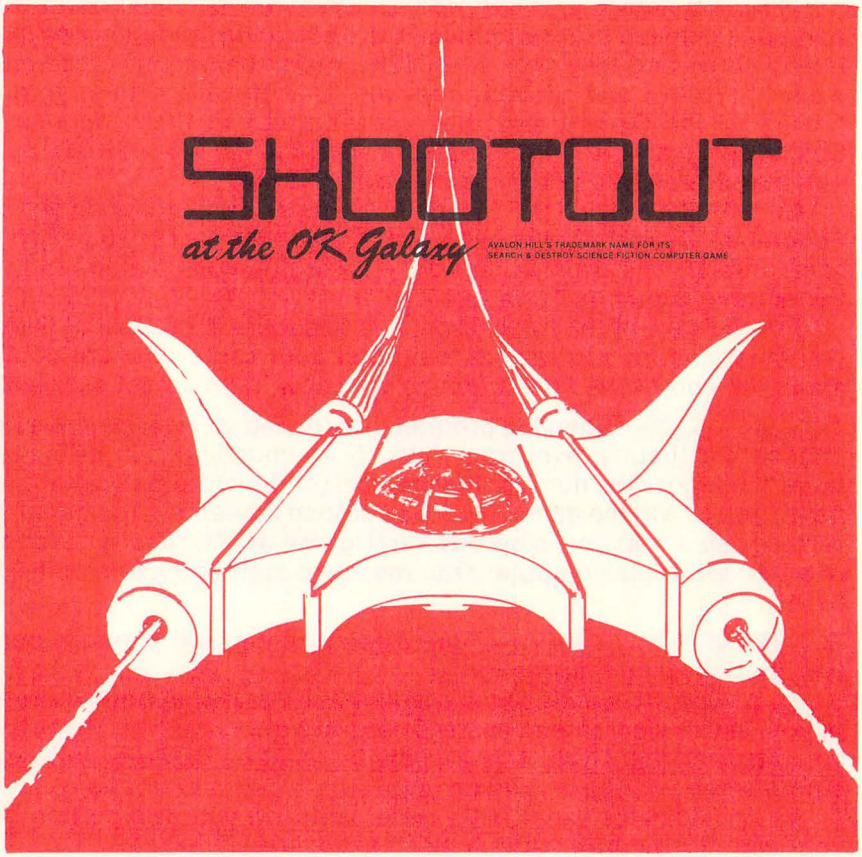


INTRODUCTION

The Articles of Federation, set forth in 2935, were a great step forward for the member states of the old Terran Empire. As part of the articles, each member planet was granted equality with all others and military force was outlawed as a means of settling disputes. In 2948 this dedication to the pursuit of peace was taken to the next logical level. All member planets disbanded their military forces and demolished their defenses in favor of a united Federation fleet.

This worked well. For hundreds of years, the federation grew in size and power. No alien power dared to test the strength of the fleet and peace reigned. But this was at the height of the Federation.

In 3247 the Federation Senate's fleet authorization bill struck the fleet a deadly blow, imposing unheard of fleet reductions. By this act, the fleet was reduced to 20% of its previous strength and assigned to patrol duty in the border zones. In the empire itself, no warship was to be found and all weapons were outlawed.

This well meaning action was greeted with anticipation in the barbarian empires that surrounded the Federation. Their chance had finally come and they took it. In 3253, major barbarian incursions were attempted and bloodily repelled. Unfortunately, this victory proved to the Senate that they were correct in their judgment. Despite protest, the fleet remains a thin line of elite vessels outnumbered twenty to one by the barbarian hordes.

In SHOOTOUT (at the ok galaxy) you are the commander of Federation Starship Demona in Patrol Zone O/K 2.7345-9.02. This zone protects the approaches to the most populous planets in the Federation, including Terra itself.

For the sake of the Federation, and to secure BILLIONS of lives, you must destroy any raiders that enter your sector. Failure could mean the end of the Federation as we know it; you must succeed.

1) **DIFFICULTY**—When the program has loaded you will be asked to choose a difficulty level from 1 to 15. In choosing this difficulty level, the higher the number that you select the more difficult it will be for you to win the game. (For the purpose of learning the game, it is suggested that you play your first game at a difficulty level of one.) (Note! Apple computer requires a two digit entry. Example 01, 09, 15, etc.)

2) **THE DISPLAY SCREEN**—Your display screen will normally contain the following information:

a) A view, from inside your starship, of the area directly in front of you. In this view screen you will see a set of **crosshairs.** These are your laser sights. To destroy a raider he must be centered in these sights when your beam strikes him.

b) An indicator panel. This panel will give you information on your starship's current status. In this display will be:

1) The co-ordinates of the sector that you are currently located in.

2) Your **HEADING** and **AZIMUTH** which indicate your direction of travel and orientation in relation to the galactic plane.

3) Your current **energy** status. The panel displays the amount of energy that you have available to operate your ship's weapons and life support systems. It also displays the amount of energy units that are currently in your screens.

c) Information from your **internal sensors.** Your sensors will tell you how many enemy ships are in the sector that you currently occupy and in each of the eight surrounding sectors. The sensors will only report ships that are within this range. They will not keep track of enemy vessels that move out of this detection zone.

3) **THE MAP**—A map of the entire patrol zone is recorded in the ship's computer. This map can be accessed by holding down the **R** (**M** on TRS-80) key on your main keyboard. The following information is contained on the zone map:

a) The position of every raider ship that is currently in sensor range of your ship.

b) The position of your supply ship. Your supply ship is CRUCIAL to you. It will supply you with additional energy when you require it. To receive this energy you must travel to the sector that your supply ship is in.

When you arrive, search out your supply ship and align one of its fuel pods in your laser sight. When this is done the supply ship will beam energy to your ship. (The maximum amount of energy that your ship will hold, including the energy that is in shields, is 250 energy units. You will never be re-fueled beyond this level.) If the supply ship slips out of alignment before you have received a full load of energy, and you want more energy then you have, you must re-align your vessel with one of the supply ship's fuel pods.

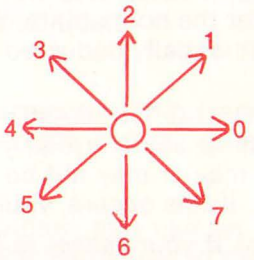
c) The location of your starship. (Your starship is shown on the map as an INVERSE PERIOD.)

3.1) **FEDERATION TERRITORY**—Federation Territory, into which the barbarian raiders are attempting to move, starts at the RIGHT boundary of your map. If you allow ANY of them to enter Federation Territory you lose the game.

4) **MOVEMENT**—Your patrol zone is a rectangular area that is divided into sectors. Each sector is small enough to patrol in normal space. To move from one sector to another sector, you must enter HYPERSPACE.

4.1) Your direction of travel is indicated by two numbers ranging from 0 to 7.999.

4.11) One of the numbers, the **HEADING**, is a measure of your direction of travel parellel to the galactic plane. A heading of 0 indicates that you are moving to the right on the map of your patrol zone. (See diagram)



4.12) The other number, the **AZIMUTH**, is a measure of the angle of your direction of travel above or below the galactic plane.

4.2) **HYPERSPACE**—To enter Hyperspace, your vessel must be aligned on the galactic plane, i.e. your **azimuth** must be set at **zero**.

4.21) When you have set your azimuth to zero, you must point your vessel in the direction that you want to travel in. To do this modify your **heading** until it indicates that you are pointing in the direction that you want to travel in.

EXAMPLE—A heading of 4 will move you to the left of the screen.

4.22) When your heading and azimuth have been set, hit the **H** key on your main keyboard. When you do so a SHIFT REGISTER will appear. At this time enter the distance that you wish to travel.

EXAMPLE—If your heading is 2, and you enter 3 for your distance of travel, you will move three sectors towards the top of your screen.

4.23) When you are satisfied with the distance selected, hit **RETURN** and you will enter Hyperspace.

4.24) Each Hyperspace jump will cost energy units. In addition, your shields may suffer damage from high speed collisions with space debris. (Obviously, if you are going to jump, you better have your screens up.)

5) **SHIELDS**—Your shields protect your vessel from space debris and enemy attack. If a raider ship attacks you, and scores a hit, the hit will decrease the strength of your shields.

6) **FIRING**—To destroy a raider that is in your sector you must:
A) Travel to the sector that the enemy vessel is in.
B) Find it once you have reached the correct sector.
C) Align the vessel in the crosshairs that are shown on your screen.

7) **LIFE SUPPORT**—Besides the energy used to fire weapons, power shields and travel in hyperspace, energy is also used to power the normal internal operations of your vessel. This energy is automatically deducted from your total by the computer.

8) LOSING THE GAME—The game is lost:
a) At anytime that your energy level, regardless of the energy that may or may not be in your shields, on your indicator panel is zero. If this occurs, your ship is dead.

b) If your vessel is hit and your shield strength is reduced to **ZERO** or less. When this occurs, your vessel is destroyed.

C) If any enemy vessel reaches, and enters, Federation Territory. If this occurs you have failed in your mission and the planets of the Federation are endangered thereby.

9) WINNING—If you destroy all of the raiders that enter your sector, you are the victor. The Federation is saved by your veritable brilliance.

10) **THE COMMAND SECTION**
The following table lists the commands that must be used, on the various computers, to perform the various functions necessary to the operation of your vessel.

In addition, the table will contain any special recognition symbols and access codes that may be used by the player in the course of the game.

THE COMMAND TABLE

FUNCTION	ATARI (Joystick is required)	APPLE (K) (Keyboard)	APPLE (P) (Paddles)
FIRE		F	0 BUTTON
MOVE LEFT		K	1 CW (clockwise)
MOVE RIGHT		J	1 CCW (counterwise)
MOVE DOWN		I	0 CW
MOVE UP		M	O CCW
NO MOVEMENT		—	0, 1 CENTER
ACCESS MAP	R	R	----------
SHIELDS*	S	S	----------
SUPPLY SHIP	+	+ (inverse)	----------
YOUR SHIP	**	.(inverse)	----------

FUNCTION	PET/CBM	TRS-80	TRS-80 (COLOR)
FIRE	0	5@	A JOYSTICK
MOVE LEFT	5	4	IS REQUIRED
MOVE RIGHT	6	6	WITH THIS
MOVE DOWN	=	2	PROGRAM.
MOVE UP	+	8	
NO MOVEMENT	—	—	
ACCESS MAP	R	M	M
SHIELDS*	S	+/–	+/–
SUPPLY SHIP	+	–1	BLUE BOX
YOUR SHIP	**	+	+

RAIDERS—On all systems the raider ships are represented, on the map, as numbers that indicate the number of raiders that are in that sector of the map.

MAP EXPLANATIONS: * = For those computers that use an S symbol, hitting that symbol will 1) cause the shields to drop to zero and 2) cause a shift register to appear. When this register appears, enter the number of energy units that you wish to assign to your shields. (It is NOT an intelligent idea to reset your shields when there are raiders in the same sector as you are.)

On the other systems, the + symbol will increase the energy assigned and the = symbol will decrease it. The shields do not drop unless you lower them to zero on purpose.

**Your starship is shown on the map as an entire sector in inverse field, i.e. a white box.

@On this system, your weapons can be fired either by hitting the 5 key or by hitting the SPACE BAR.

CASSETTE LOADING INSTRUCTIONS

ATARI

Insert the computing BASIC language cartridge in the left slot.

SHOOTOUT is a two part load. The first part is the BASIC program that will load the second, ASSEMBLY Language, part of the program. This program is the first program on side one.

Position the cassette tape in the tape recorder and press the PLAY button. Type **CLOAD** and press the RETURN key. The computer will beep once. Press any key on the keyboard (except System Reset or Break) and the first part of the program will be loaded. After the BASIC part of the program has loaded, the READY prompt will be displayed on the screen. Type **RUN** and press the RETURN key. **PRESS PLAY AND THEN RETURN** will appear on the monitor. Ensure that the PLAY button is down on the recorder and then press the RETURN key. The second part of the program will load and the game will begin.

*To assure a successful load advance your cassette tape past the clear (leader) portion so that the brown oxide portion is just visible to the left of the cassette head.

APPLE

SHOOTOUT is a machine language program, not BASIC. It must be loaded and run from the Apple monitor.

LOADING THE PROGRAM

1. Position the tape to the beginning of the Apple program, by listening to the tape. The Apple program is located on side one after the ATARI program, and can be recognized by the difference in the sound of the program, and especially by the "pure" quality of the calibration tone at the beginning of the program. Position the tape to just after the beginning of the calibration tone.

2. From BASIC type CALL-151 and press the RETURN key. The Apple will jump into the monitor mode and an asterisk ('*') prompt will appear.

3. Type **4000.7400R 4000G** but do not press the RETURN key yet.

4. Press the PLAY button on the recorder and immediately press the return key.

5. The program will load and play automatically.

*Portions of the Apple program have been compiled using TASC. TASC is a registered trademark of Microsoft, Inc.

PET

The PET program is the first program located on side two of the cassette tape. **SHOOTOUT** is a two part load. Place the cassette tape in the tape recorder with side two up. Rewind the cassette tape. Type **LOAD**, press the RETURN key and then the PLAY button on the tape recorder. After the first part of the program has loaded and the READY prompt appears on the monitor screen, again type **LOAD** [RETURN]. The second part will load. When the READY

prompt appears again, type **RUN** and press the RETURN key. The program will begin.

TRS-80 Models I & III

The TRS-80 program is located on side two of the cassette after the PET program. You must skip the PET program before the TRS-80 program can be loaded. By pulling out the EAR and MIC JACKS on the recorder and listening to the tape you can differentiate the PET program from the TRS-80 program. There are two sections to be loaded, the first part is the Assembly Language program, the second section is the BASIC program. Using the counter on your factory Radio Shack tape recorder the program begins at approximately 80.

LOADING

The TRS-80 Program is a two part load that uses the following steps:

1. Place your computer into LEVEL II BASIC mode. (TRS-80 Model III type **'L'** to the Cass? prompt)
2. Respond to the MEMORY SIZE prompt with **28776.**
3. Type **SYSTEM** [ENTER]. The TRS-80 will respond by putting "*?" on the screen.
4. Type **SHOOT** [ENTER]. This will load the first part of the game. The TRS-80 will flash an asterisk in the upper right-hand corner of the screen to indicate that it is loading. When it is finished, it will put another "*?" prompt on the screen.
5. Get out of SYSTEM mode by pressing the ENTER key. Ignore any error message that may be displayed on the screen.
6. Load the second part of the program by typing **CLOAD** [ENTER]. The second (BASIC) section of the program will be loaded. After it has loaded type **RUN** [ENTER], the game will begin.

TRS-80 COLOR COMPUTER

SHOOTOUT is a two part program. Part one is written in BASIC and part Two is written in Assembly language. The Color Computer program is located on side two after the TRS-80 Model I/III and PET programs. By pulling out the EAR and Mic jacks on the recorder and listening to the tape you can differentiate the Color Computer program from the Model I/III and PET programs. Using the counter on your factory Radio Shack recorder the program begins at approximately 150.

To load and run **SHOOTOUT** follow these steps.

1. Turn on the computer.
2. Type PCLEAR1 [ENTER].
3. Type CLEAR 20,&H2000 [ENTER].
4. Put the **SHOOTOUT** cassette in the tape recorder and press the Play button.

5. Type CLOAD"BASIC" [ENTER]. The first part of the program will be loaded.

6. After it has loaded type CLOADM"SHOOTOUT" [ENTER]. The second part of the program will load. To run the program type RUN [ENTER].

DISK LOADING

APPLE and ATARI

Insert your **SHOOTOUT** diskette into drive number one and boot the disk. The program will load and run automatically.

CREDITS

GAME CONCEPT, DESIGN and ATARI/PET PROGRAMS: Bill Hood
TRS-80 PROGRAMMING: Britt Monk
APPLE II + PROGRAMMING: Will Sheppard
PRODUCTION COORDINATOR: Michael Cullum
RULES EDITING: Richard Snider
ARTWORK: Bob Haynes
TYPESETTING: Colonial Composition
PRINTING: Monarch Services
CAMERA PRODUCTION: Elaine Adkins
PLAYTESTING: Dave Fram
Greg Handy
David Kuijt
Joe Sheppard
Ogie Pincikowski
TECHNICAL CONSULTANT: Darien Okanda
Captain FSS Demona

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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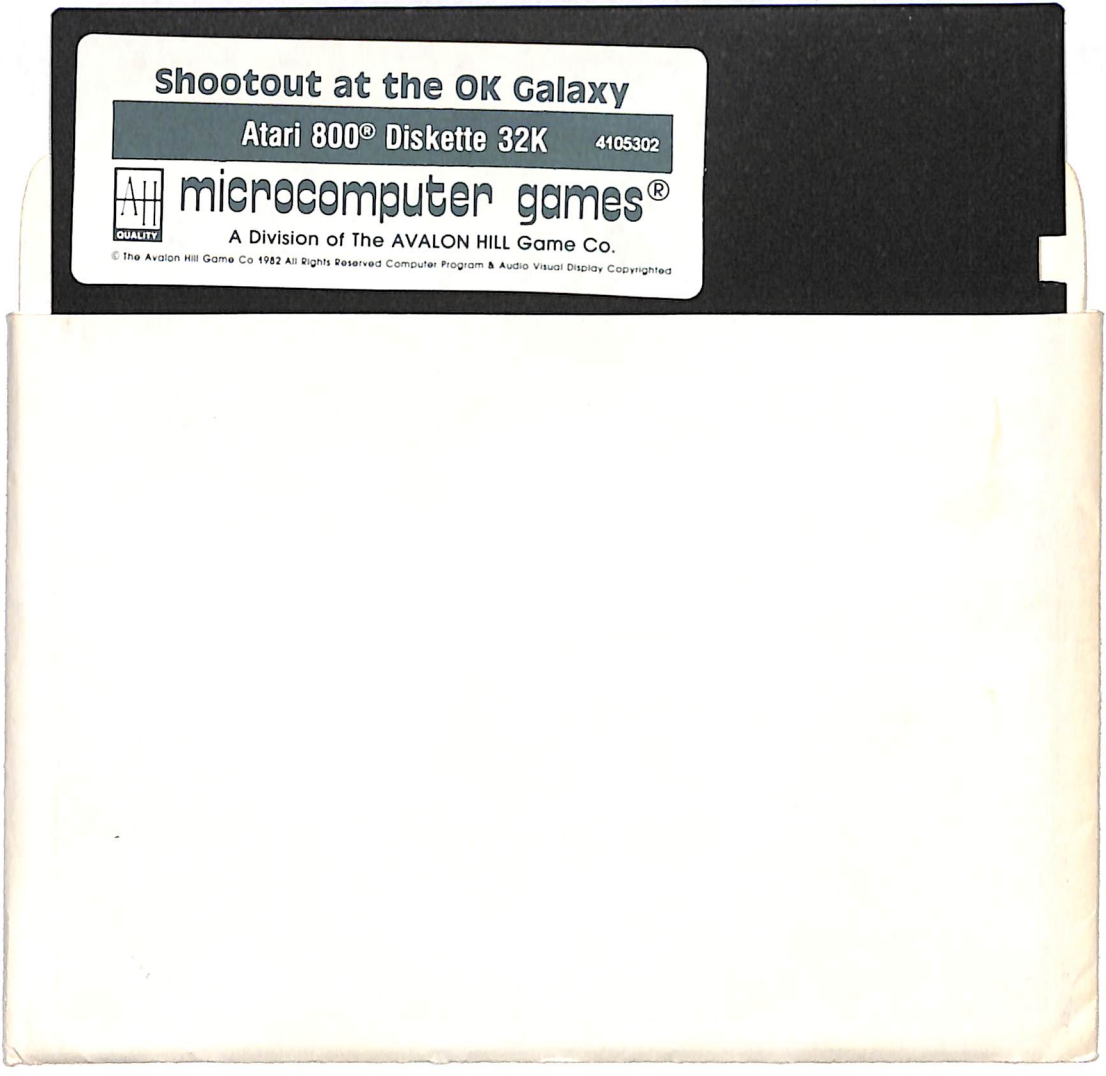
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